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MIND & MATTER CORRELATED IN A MATRIX

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Background: Previous research has shown significant results on the study of mind-matter interaction. Those studies tested the Model of Pragmatic Information developed by Walter von Lucadou and the Generalised Quantum Theory proposed by Atmanspacher, Römer and Walach. The models explore whether the participant mental influence considered as a system, correlates with a random number generator (RNG) during a simultaneous task.

Aims: Develop a game to collect consistent and reliable psychological and physical data in large scale, to explore mind-matter correlations.

Method: Participants are the players of a new video game. They have the opportunity to choose playing one module called 'Power of Mind' which is entirely and exclusively dedicated to this project. The game is going to be available for free download at Apple and Android store. Any person around the world can participate. Participant task is to mentally influence some game moves. Instructions are given along the game. Some game features are decided by four independent True RNGs. Psychological variables collected from participants (game players) are: finger pressure/ intensity on the mobile screen, finger movement speed, start choice, coordinate end, time spent in each screen. Demographic data such as age, country of residency and education level are used as complementary data. Physical variables: true RNGs produce random information in two time points: during and after the end playing of the game. The information produced after the game is the control data.

Preliminary results: Significant correlations resulting from the interaction between human behavior and the RNGs are calculated. Efficient methods of analysis such as Principal Component of Analysis and Machine Learning are new to this field and will be applied.

Conclusion: The "Power of Mind" module is being developed by a professional video game designer following the researcher instructions. Data starts being collected beginning April 2020.

Keywords: Mind-matter interaction; Intention on video game; Random number generator

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